

PC DVD-ROM

JAMES CAMERON'S

AVATAR™

T H E G A M E



UBISOFT®

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

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GETTING STARTED

Installation

Installing James Cameron's AVATAR™: The Game

Close all programs and background tasks, including virus scanners.

Insert the James Cameron's AVATAR™: The Game disc into your DVD-ROM drive. The Autorun menu will appear. If the Autorun menu does not start on its own, double-click the My Computer icon, browse to your DVD-ROM drive and double-click the Setup icon. Select the Install button on the Autorun menu.

Uninstalling James Cameron's AVATAR™: The Game

Insert your James Cameron's AVATAR™: The Game disc into your DVD-ROM drive. If the Autorun menu does not start on its own, double-click the My Computer icon, browse to your DVD-ROM drive and double-click the Setup icon.

Once the Autorun menu is displayed, click on the Uninstall button. All James Cameron's AVATAR™: The Game files will be removed from your computer.

INTRODUCTION

You are "Able" Ryder, a signals specialist assigned to the distant moon Pandora. You've been hand-picked for the Avatar Program, a science initiative launched by the RDA Corporation. You're here to pilot your own avatar, a hybrid of your DNA and that of Pandora's indigenous species, the Na'vi. As you explore the Pandoran jungle, you'll learn more about the creatures of Pandora, the Na'vi, and their struggle to stop the RDA. At the flashpoint of a growing conflict, you must decide where your true allegiance lies. Do you fight alongside the RDA in a conflict spiralling out of control? Or do you join the Na'vi and battle to protect Pandora from the onslaught of an invading force?

CHARACTERS

Officer Kendra Midori



As a small child, Kendra Midori viewed the discovery of life on Pandora as an event that “completely captured the imagination.” In later years, she focused her entire scholastic career on the hope that one day she could travel to Pandora. Kendra arrived on Pandora as a highly-trained RDA Resource Officer specializing in the terraforming of biocompatible ecosystems. Her life-long mission is to study methods to modulate the atmosphere of Pandora, one day making the air breathable for human beings without inhibiting the indigenous life forms. She has Level 4 security and weapons clearance, giving her limited command of security personnel.

Commander Falco

Throughout his distinguished military career, Karl Falco saw combat in numerous late 21st century conflicts. These were often short, bloody clashes against rogue governments and terrorist factions. On retiring from service, Falco had received several citations for leading his troops into dangerous front line confrontations. Like many retired commanders, Falco is now employed by the RDA through the corporation's ever-expanding private security force. He is currently one of the highest ranking security officers stationed on Pandora, second only to Colonel Quaritch in the RDA command structure.



Dr. René Harper

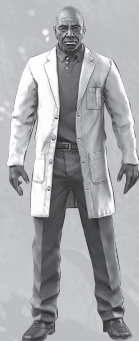
Born on the vast man-made atolls off Bermuda, young René Harper was fast-tracked to the very best RDA-funded universities. His seemingly uncanny ability for foreign languages and dialects soon had him on the radar as a top candidate for the Xenolinguist posting on the distant moon of Pandora. Now, nearly ten years into his mission, Dr. Harper has achieved great success in educating the Na'vi Tipani clan to a level of basic understanding in Earth languages.



Senior Science Officer Monroe

Victor Monroe lived out his youth in Johannesburg, the sprawling megacity of South Africa. Affluent and highly educated, he has spent his entire career working under the lucrative contracts of the RDA's Research and Development Division.

Arriving on Pandora nearly five years ago as Senior Science Officer, Dr. Monroe focused his primary research on the biogenetic uses of unobtainium. He has since spearheaded a plethora of important discoveries and linked the mineral to groundbreaking uses in a vast selection of sub-sciences – including research to tame the highly volatile Pandoran ecosystem.





Tan Jala

Tan Jala is a senior member the Tipani Clan, a master hunter known for his wise words and honest perspective. Tan Jala was among the first to reach out to the “Sky People,” becoming the de facto tribal ambassador to the humans.

While he has been vocal in his anger towards RDA strip mining, Tan Jala has diligently worked towards a peaceful bond with the humans. However, should conflict become unavoidable, Tan Jala is rumoured to be one of the Tipani’s most lethal and cunning warriors.



Beyda'amo

Beyda'amo is a powerful and respected Na'vi warrior whose grim persona and stern leadership have earned him a place of high regard within the Na'vi Tipani. He is a master Banshee rider, rumoured to be unrivalled on the airborne mount.

Beyda'amo has taken a hardline approach with the humans. In the past, however, he was quite open to human contact, even encouraging his mate, Marali, to attend the school and learn the language of the Sky People. But the “massacre” changed everything. Although Marali survived the attack, Beyda'amo has publically vowed never to trust the humans again.



Tsahik Sänume

Sänume is Tsahik for the Tipani clan, the matriarch and leader of the tribe. Little is known of Sänume, as few humans have ever seen her. Reports from Dr. Harper, however, state that Sänume is not opposed to human/Na'vi interaction, going so far as to welcome a handful of avatars to her Hometree.

PLAYING THE GAME

Menus

Stereoscopy (3D)

Enable Stereoscopy (3D) via Display Options:

- Select Main Menu Options
- Select Display Options
- Select Stereoscopy
- Set your Screen Specifications

Important: 3D viewing can only be displayed on computer screens and TVs equipped with Stereoscopy



Game Menu (Single-Player)

Press Escape to open the Game menu.

Weapons Menu

From the Weapons menu you can select the weapons you wish to carry during play. Your weapons are assigned to the F1, F2, F3, and F4 keys, but you can reassign them as you like in the Options menu.

Armor Menu

From the Armor menu you can select the gear you wish to wear to customise your character.

Skills Menu

From the Skills menu you can choose the skills you wish to use during play. Your skills are assigned to the 1, 2, 3, and 4 keys, but you can reassign them as you like in the Options menu.

Experience Menu

The Experience menu displays the number of Experience Points you need to unlock new content such as weapons, armors, and skills.

Pandorapedia Menu

Pandorapedia is an interactive encyclopaedia where you collect information and learn about Pandora's fauna, flora, geography, and inhabitants. As you explore and scan your surroundings, you unlock new information and create a knowledge database about this universe.

Options Menu

From this menu you can adjust game, display, and audio settings.



Conquest Mini-Game

The Conquest interface is an overall representation of Pandora as controlled by the RDA or the Na'vi. It is up to you to control as many territories as possible and take command of the moon. You will be rewarded for your victories with bonuses that can be used in single-player and the Conquest mini-game.

The Corporation's Goal

The Corporation's goal is to conquer Pandora.

You can build and move units across territories, you can perform an action on your controlled territory – such as building a factory or building defenses – or you can attack an enemy territory.

The Na'vi Goal

As a Na'vi, you must take back Pandora from the human invaders. To do so, you can build and move units from one territory to another, you can perform an action on a territory you already control – such as building factories or building defenses – or you can attack a territory controlled by the enemy.

Credits

Credits are obtained from the Experience Points won in single-player mode as a reward when a mission is completed or when a creature is defeated. It is used in the Conquest mini-game to take action, build units, and extract more resources from the planet.

Home Base

Each faction has a Home Base on the moon. Home Bases can never be captured by the opposing faction.

Faction Units

Factory

You can construct a factory in your territory to enable you to buy units outside of your Home Base.

You can also build defenses by selecting one of the three defense types below. Each defense reduces the effectiveness of enemy units by 50% when they attack you:

Corps Units



Troops



AMPSuit



Scorpion

Na'vi Units



Troops



Thanator



Banshee

Combat Phase



When a unit enters an enemy territory, it begins a combat phase. To win a combat phase, you must attack with more units, or stronger units, than the enemy. The strongest unit in the Corps' arsenal is the Scorpion, followed by the AMPSuit, and then Troops. The strongest unit in the Na'vi arsenal is the Banshee, followed by the Thanator, and lastly, Troops.

When a combat phase starts, a window appears showing the number of units for each faction. Rounds will continue until one faction has lost all of its units.

Capturing Territories

Capturing a territory rewards you with bonuses that can be used in the single-player game or the Conquest mini-game.



Any territory you capture with the Damage icon will boost your weapons' Damage in the single-player game.



Any territory you capture with the Critical Chance icon will boost your weapons' Critical Chance in the single-player game.



Any territory you capture with the Range icon will boost your weapons' Range in the single-player game.



Any territory you capture with the Health icon will boost your Health in the single-player game.



Any territory you capture with the Armor icon will boost your Armor in the single-player game.



Any territory you capture with the Experience Points icon will immediately give you that number of points in the single-player game.



Any territory you capture with the Units icon will immediately deploy that number of troops.

In-Game Display (HUD)



Compass

The Compass is displayed in the lower-right section of the screen. It will help you navigate your surroundings and get you to your current objective (indicated by a golden arrow).

It displays icons for quest indicators, chopper pilots or banshee riders, GMI's (when playing as a soldier) and Trees of Vision (when playing as an Avatar), and helps you locate them.

Life Bar

This bar, on the left of your screen, indicates your current Health status. It decreases as you lose Health and refills automatically once you are safe again.

Recovery Bar

This bar, next to the Life Bar, indicates how many Cell Samples you need to collect in order to fill the bar completely. Filling the Recovery Bar grants you an opportunity to survive a fatal injury.

Target Bar

When aiming at an opponent or at a destructible object, a diamond target shape indicates that it can take damage. Your target's Life Bar decreases as it takes damage.

Weapon Interface

Pressing keys F1 through F4, or scrolling the mouse wheel up or down, will display the Weapons Interface and allow you to switch between your selected weapons.

Ammo Counter and Reload Bar

The box in the upper-right corner of the screen is the Ammo Counter. The number indicates how many rounds are in your current weapon. Below the Ammo Counter is the Reload Bar which indicates when your weapon's clip runs out of ammunition and it will automatically reload.

Skills Ring

The Skills Ring is displayed on the upper-right corner of the screen and displays the skills you have chosen to equip.

Hit Bar and Special Attack Indicator

The Hit Bar appears each time you hit with a melee weapon (when playing as an Avatar). After hitting a target five times within a short space of time, you gain a Special Attack. This attack can be executed on your chosen target by pressing the R key. Note that changing weapons while the Special Attack Indicator is active, causes you to lose the Special Attack.

Status Text

Throughout the game, updates appear in the centre of the screen. These include objective updates, reward messages, unlocked Pandorapedia data, and vehicle warnings.

Interact Indicator

The Interact Indicator is displayed when you are standing near a character you can talk to, or near an item you can pick up, use or install. Press the F key to interact with the character or object.

Scanner Interface

Press and hold the wheel mouse button to access the Scanner Interface. Aim at a target until the scan is complete to display information about the target, and store any new information in your Pandorapedia.

Quest Icons

Quests are always provided by characters that are specially identified by a Golden Star icon. These Quest Indicators are visible on the Compass and on the Map to help you find them.

- New Quests are indicated by a Golden Star with an exclamation mark.
- Active Quests are indicated by a Golden Star with an ellipsis.
- Characters you must talk to during a quest are indicated by a Golden Star with a dialogue balloon.
- Completed Quests are indicated by a Golden Star with a question mark.



Banshee Rider and Chopper Pilot Icon

These characters are indicated by a Planet Indicator. Talk to them after completing all of a map's quests to continue on to your next location.



Quest Tracker Menu

Press the Tab key to open the Quest Tracker Interface. You can use it to locate your objectives on the Map and Compass. It also allows you to review your quest's objectives and to see your Sector Challenges.

The Map displays discovered areas, objective locations, and resources. When you have multiple quests, select one and use the Locate function to display a golden arrow around the Compass that points towards that quest's objective.



Recovery Mode

If your Recovery Bar is full and you are fatally wounded, the game goes into a special mode. To escape death, you will need to press the key displayed on-screen before it's too late.



GMI Menu

Stand in front of a GMI (Global Mobility Interface) device and press the F key to display the Interface.

Once activated, the GMI grants RDA soldiers rapid transport to any other active GMI within a region. It also provides a link to the Conquest mini-game where victory will earn you special bonuses and perks.



Tree of Vision Menu

Stand in front of a Tree of Vision and press the F key to display its Interface.

The Tree of Vision grants Na'vi rapid movement to any discovered sector within a region. It also provides a link in to the Conquest mini-game, where victory will earn you special bonuses and perks.

Moves

VIEW CONTROLS		
Command	Default Key	Description
Quick Peek	Right mouse button	Quickly turn and look behind you.
Scan	Press mouse wheel button	Scan the world to collect a database of knowledge stored in Pandorapedia.
Scan Zoom In	=	Zoom in when using the Scanner
Scan Zoom Out	-	Zoom out and return to normal view.

MOVEMENT CONTROLS		
Command	Default Key	Description
Forwards	W	Walk forwards
Backwards	S	Walk backwards
Move Left	A	Walk to the left
Move Right	D	Walk to the right
Jump	Spacebar	Jump
Dodge	Left Shift	Dodge incoming attacks
Interact / Recover	F	Talk with characters Pick up or use objects Install devices Enter or exit vehicles and mounts Recover during battle

WEAPON CONTROLS		
Command	Default Key	Description
Attack	Left mouse button	Fire or Hit with weapon
Reload / Special Attack	R	Reload your weapon Trigger your Special Attack
Weapon 1	F1	Equip your default weapon
Weapon 2	F2	Equip Weapon 2
Weapon 3	F3	Equip Weapon 3
Weapon 4	F4	Equip Weapon 4
Next weapon	Scroll mouse wheel down	Equip next weapon
Previous Weapon	Scroll mouse wheel up	Equip previous weapon

Skill 1	1	Activates the skill on 1
Skill 2	2	Activates the skill on 2
Skill 3	3	Activates the skill on 3
Skill 4	4	Activates the skill on 4

Weapons and Objects

In the Game menu, select the Weapon or Armor section and then select the item you want to equip. You can change your gear and weapons at any time by returning to the Game menu. The default keys to equip weapons are F1, F2, F3, and F4. You can also scroll the mouse wheel up or down to switch to the next or previous weapon.



Scanner

Use the Scanner to analyse Pandora's environment. The data you gather is stored in the Pandorapedia database and is accessible via the Game menu.



Ammunition

You can refill your weapons at any A-POD (Ammunition Packaging Dispensers) found throughout the region. To use the A-POD, stand next to it and press the Interact key.



Cell Samples

Collect Cell Samples from creatures and plants to fill your Recovery Bar. Filling the Recovery Bar with these items will grant you a chance to survive a fatal injury. To pick up a Cell Sample, stand next to it and press the Interact key.

Arrows

Arrows are ammunition for your Bow. When you run out, try collecting them from plants.



Crossbow Darts

These darts serve as your Crossbow ammunition. They can inflict heavy damage on your opponents.

They are hard to find, but you may get lucky gathering them from plants.

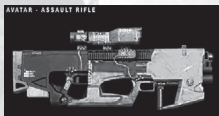
RDA Weapons

RDA soldiers use ranged weapons such as Dual Wasps, Assault Rifles, Machine Guns, Shotguns, Grenade Launchers, Standard Issue Rifles, Rail Guns, and Flamethrowers. Good soldiers maintain a safe distance from their combat targets.



Dual Wasps (RDA Default Weapon)

Dual Wasps are your default weapon and have a short range, but you'll never run out of ammunition.



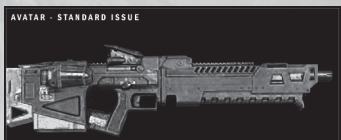
Assault Rifles (RDA)

Assault Rifles are effective weapons that offer precision, good range, and can inflict serious damage.



Shotguns (RDA)

The Shotgun is the weapon with the most punch. It can inflict heavy damage to nearby targets.



Standard Issue Rifles (RDA)

The Standard Issue Rifle is a very accurate long-range weapon that fires in short, controlled bursts and can bring down a distant enemy very quickly.

Na'vi Weapons

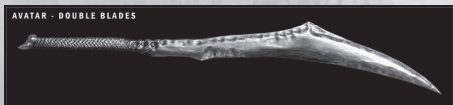
Avatars fighting for the Na'vi tend to use melee weapons such as Dual Blades, Fighting Sticks, and Axes, but they can also handle a Bow or Crossbow. Experience with the RDA also allows them to equip an M30 Machine Gun. Avatars excel at close-quarters combat.

Landing five hits with your melee weapons within a short space of time enables your weapon's Special Attack. This attack can be launched on any target by pressing the R key and it inflicts great damage. Fully drawing your bow will shoot arrows with accurate, piercing power.



Bows (Avatar)

The bow is your default weapon. Bows are ranged weapons that allow you to take down a single target from afar. When you fully draw your bow, it will shoot with accurate, piercing power.



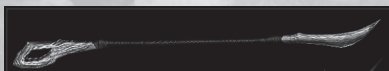
Dual Blades (Avatar)

To wield your Dual Blades, you must get up close and personal. The blades will inflict significant damage upon a single target.



M30s (Avatar)

The M30 Machine Gun is very effective for covering fire with its large clip size.



Fighting Sticks (Avatar)

Fighting Sticks are melee weapons with a long range. Their attacks can inflict damage upon all nearby targets.

Skills

Through the Game menu, select the Skills Section and select the four skills you wish to equip. You can change them at any time by returning to the Game menu. Each skill has a cooldown period, which means that once used, it will take some time before you can use it again.

The default keys assigned to your skills are the 1, 2, 3, and 4 keys, but you can reassign them in the Options menu.

RDA Skills



Elite Training

Use the Elite Training skill to run faster in a quick burst. While the skill is active, you will have a chance to dodge incoming attacks.



Chromatic Blend

Use the Chromatic Blend skill to blend with your environment and sneak past enemies to avoid confrontation.



Ultrasonic Repulsor

Use the Ultrasonic Repulsor skill to repel creatures and knock back Na'vi standing within range.



Genetic Regenerator

Use the Genetic Regenerator skill to restore your Health during a fight.

Na'vi Skills



Kinetic Dash

Use the Kinetic Dash skill to run faster and make a strategic escape. While this skill is active, your enemies will have a harder time targeting you.



Pandora's Union

Use the Pandora's Union skill to blend with your environment and sneak up on an enemy. While in stealth, your first hit will inflict severe damage.



Titan Bash

Use the Titan Bash skill to lock enemies in place and keep them close to you while using your melee weapons.



Eywa's Breath

Use Eywa's Breath skill to restore your Health during a fight.

Vehicles and Mounts

RDA Vehicles

RDA vehicles can only be used by soldiers. Any of these vehicles can be destroyed by the enemy, though some are much more resilient than others. Press the Interaction key to enter or exit RDA vehicles.



Buggy IV

The Buggy IV is a fast, lightweight, and highly manoeuvrable single-occupant vehicle used primarily for forward ground reconnaissance. Unarmed and without significant armor, the Rover relies on pure adrenaline-junkie speed to stay out of trouble.



PBR Mark IV Gator

The PBR Mark IV (Patrol Boat River) is a highly versatile boat popularly called a "gator". It has a lightly armored hull and an above-water jet drive that enables it to operate in shallow, vegetation-choked rivers.



Scorpion AT-99 Gunship

The AT-99 "Scorpion" Gunship is a highly manoeuvrable Mosquito-class missile platform. The Scorpion is a twin turbine, tiltrotor VTOL vehicle. Light ballistic composite armor protects the cockpit. Weapons are controlled by a standard on-board targeting computer with pilot override for Manual Flight Mode in high EMF conditions.

AMP SUIT CONTROLS		
Command	Default Key	Description
Forwards	W	Drive forwards
Backwards	S	Move backwards
Move Left	A	Moves left
Move Right	D	Moves right
Jump	Spacebar	Jump
Attack	Left mouse button	Fire the AMPsuit's machine gun
Dodge	Left Shift	Make a small jump in the direction you are facing to avoid being hit

GROUND VEHICLE CONTROLS		
Command	Default Key	Description
Forwards	W	Drive forwards
Backwards	S	Drive backwards
Steer Left	A	Steer left
Steer Right	D	Steer right
Hand Brake	Left Ctrl	Make sharp turn

AIRCRAFT CONTROLS		
Command	Default Key	Description
Forwards	W	Fly forwards
Backwards	S	Fly backwards
Move Left	A	Glide left
Move Right	D	Glide right
Ascend	Spacebar	Move up
Descend	Left Shift	Move down
Turn Left	Q	Turn left
Turn Right	E	Turn right

Na'vi Mounts

Na'vi mounts can only be used by Na'vi or Avatars. Any of these creatures can be killed by the enemy, though some are much more resilient than others. Press the Interact key to mount or dismount beasts.



Direhorse

The direhorse is a fourteen-foot long, thirteen-foot high, horse-like creature with six legs, a tough, striped hide, and chitinous armor around its head and neck. The Na'vi are excellent riders and many direhorses are tamed to aid them in the hunt and in battle. To bond with (or, in human terms, to "break") a direhorse, a Na'vi must mount the animal and connect their neural queue to the animal's antennae. RDA Avatars have been taught to ride these beasts.



Banshee

Bonding with this colourful, carnivorous creature is a required rite of passage for all would-be Na'vi warriors. A Na'vi (or an Avatar) can connect to a banshee through a neural interface that allows animal and rider to move with apparent effortless through the skies. With light carbon composite bones, the banshee is highly adapted for flight.

GROUND MOUNT CONTROLS		
Command	Default Key	Description
Forwards	W	Ride forwards
Backwards	S	Ride backwards
Move Left	A	Steer left
Move Right	D	Steer right
Jump	Spacebar	Jumps
Charge	Left Shift	Make the mount gallop and go faster for a while

FLYING MOUNT CONTROLS		
Command	Default Key	Description
Forwards	W	Fly forward
Backwards	S	Fly backward
Turn Left	A	Turn left
Turn Right	D	Turn right
Ascend	Space Bar	Move up
Descend	Left Shift	Move down

MULTIPLAYER

Setting Up for Online Play

James Cameron's AVATAR™: The Game Multiplayer allows up to 16 players to connect and play competitive games online via Ubi.com™.

To register at Ubi.com, select Multiplayer from the Main Menu and click Create an Account. This will open your Internet browser and connect to the registration page. Enter your user name, password, and email address (just in case a password is forgotten). After registration you can return back to the game interface, then enter your user name and password.



To start a multiplayer game, choose Multiplayer from the Main Menu. Select a map by rotating Pandora.

Quickmatch: This connects you to any game available. While you cannot select specific details, Quickmatch lets you jump into a game immediately.

Private Match: Create a private game for you and your friends.

Join Friend: This option lets you join a game where one of your friends is playing. It's only available if your friends are already in a game.

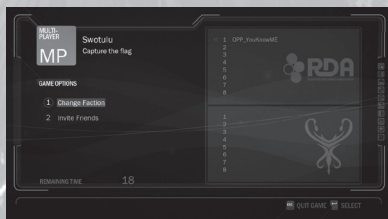
Back: Go back to the Main Menu.

Change Faction: Change faction between the Na'vi and the RDA.

Private Game/Public Game: Toggle to make the game a private or a public.

Invite Friend: Invite a friend from your friends list to the game.

Start Game: Launch the game.



Multiplayer Loadout

When the game starts, you can choose a loadout for your character.

Weapons Menu

The Weapons menu allows you to select the weapons you will carry along during play. The default keys to equip your weapons are F1, F2, F3, and F4. You can also scroll the mouse wheel up and down to switch to the next or previous weapon.

Armor Menu

The Armor menu allows you to select the gear you will wear to customize your character.

Skills Menu

The Skills menu allows you to choose the skills you will use during play. You can select up to four skills at a time and assign each of them to keys 1 through 4.

Multiplayer Game Modes

Compete in one of five different game types:

King of the Hill

long as a faction controls the Command Hill, the opposing team will lose points until they reach zero. If a member of the opposing team arrives on the Command Hill, the island will be contested, meaning that neither team will lose points until the players of the opposing team are killed. The first team to lose all their points loses the match.

Capture and Hold

The main goal of each team is to control the maximum number of stations in order to make the opposing team lose points as fast as possible. The team with the most points at the end of the game wins the match. The game finishes when a team reaches zero.

Team Deathmatch

The goal in Team Deathmatch is easy – each time a member of one team kills someone from

the other team, they score one point. The first team to reach a predefined number of points wins the game.

Final Battle

If you are playing as an RDA soldier, your objective is to protect the three missiles and to stop the Na'vi from destroying all the missiles. If you are playing as a Na'vi warrior, your objective is to destroy the three missiles to shut down the RDA base. The faction objectives may be reversed. Crystals are then used instead of missiles.

Capture the Flag

In Capture the Flag, each team starts with a base. Each base has a flag, and the goal of each team is to protect its own flag while stealing the opposing team's flag and bringing it back to their base to score a point. The first team to reach a predefined number of points wins the game.

Multiplayer HUD



Compass

The Compass is displayed in the lower-right of the screen.

Life Bar

This bar is on the left of your screen and indicates your current Health status. The bar decreases in size as you lose Health and refills automatically once you're safe again.

Target Bar

When aiming at an opponent, its Life Bar will be displayed indicating it can take damage. Your target's Life Bar will decrease as it takes damage.

Weapon Interface

Press keys F1 through F4 or scroll the mouse wheel up or down to switch weapons.

Ammo Counter and Reload Bar

your weapon. Below the Ammo Counter is the Reload Bar. This indicates when your weapon's clip will run out of ammunition and will automatically reload.

Skills Ring

The Skills Ring is displayed on the upper-right of the screen. Press keys 1 through 4 to use a skill.

Interact Indicator

The Interact Indicator will be displayed on-screen when you're close to an item you can pick up, use or install. Simply press the Interact key to interact with an object.

Scoreboard

Press Caps Lock to access the Scoreboard.

Information Zone

This zone provides information about game events and match status.

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on 0871 664 1000.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.

Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:

your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

James Cameron's AVATAR™: The Game

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Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.



The PEGI age rating system:

Age Rating
categories:

Les
catégories
de tranche
d'âge:



www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info



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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:

Description
du contenu:



BAD LANGUAGE



LANGUAGE GROSSES



DISCRIMINATION



DRUGS



DROQUE



GAMBLING



JEU DE HASARD



FEAR



PEUR



SEX



SEXE



NUDETY



NUDEUR



VIOLENCE



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

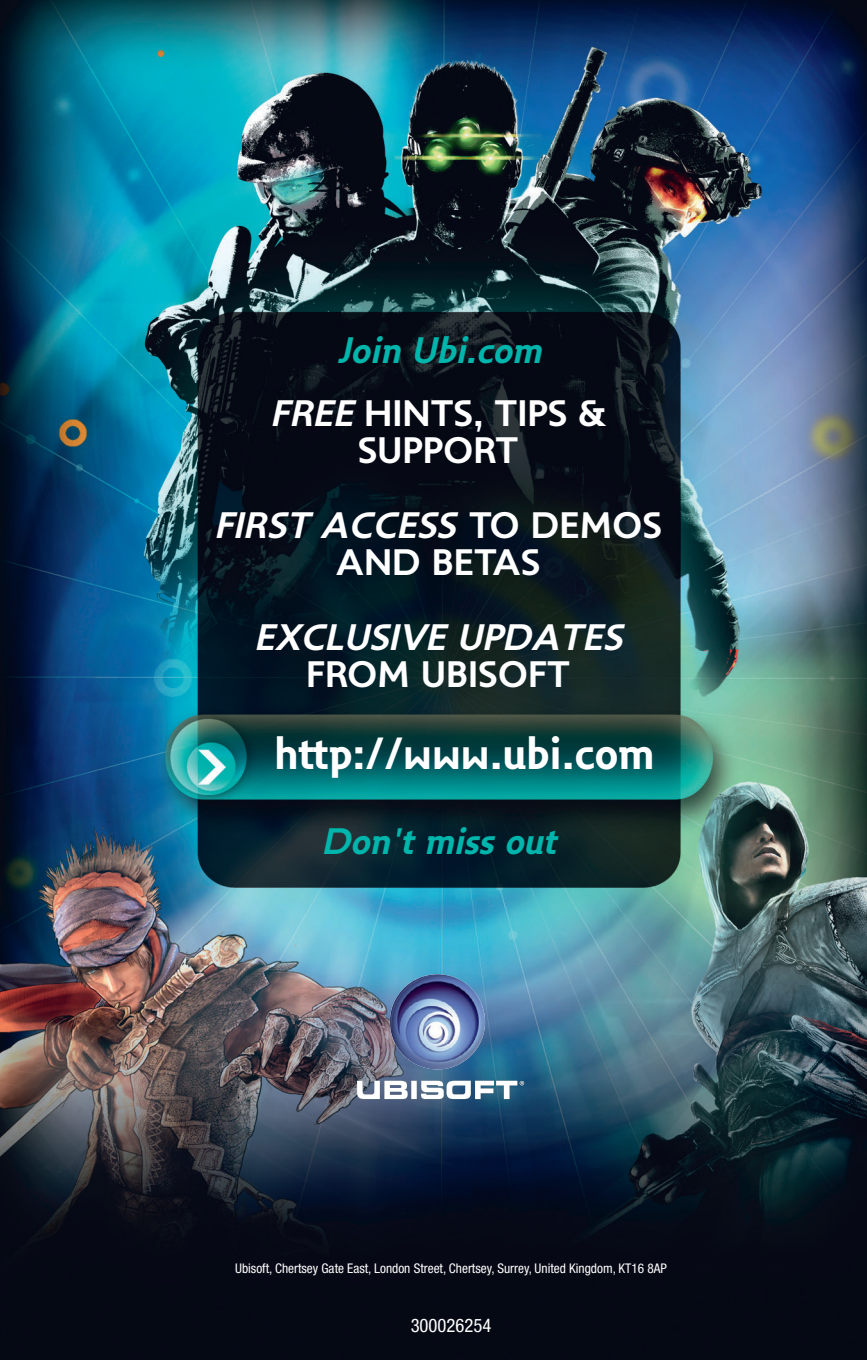
Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

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